

BAZUG

BAZUG

MAY
V:2,N:4

BAY AREA ZX80/81, TS 1000/2000 USERS

IN THIS ISSUE! Program reviews, Machine Code, FONE file PART ONE

MEMBERSHIP PROPOSALS

THE FOLLOWING PROPOSALS WILL BE VOTED ON MAY 19. THEY ARE BEING MADE TO TAKE CARE OF INCREASED PRODUCTION AND MAILING COSTS AND TO ALLOW MEMBERS TO USE OUR EXPANDING PROGRAM LIBRARY.

MEMBERSHIP DUES-

FULL (NEWSLETTER AND LIBRARY PRIVILEGES)	\$19.00
NEWSLETTER ONLY	\$10.00
STUDENT	\$ 8.00
MONTHLY (GUARANTEES TWO NEWSLETTERS)	\$ 2.00

ALL RATES ARE FOR ONE YEAR.
HALF YEAR RATES ARE:
FULL (1/2 YEAR) \$ 8.50
NEWSLETTER (1/2 YR) \$ 5.00
STUDENT (1/2 YR) \$ 4.00

STUDENT MEMBERS INCLUDE UP TO HIGH SCHOOL AGE INDIVIDUALS. FULL AND STUDENT MEMBERS WILL RECEIVE A LIBRARY CARD ALLOWING THEM TO CHECK OUT ONE TAPE OR BOOK FOR A PERIOD OF ONE MONTH*. *SEE ARTICLE BELOW.

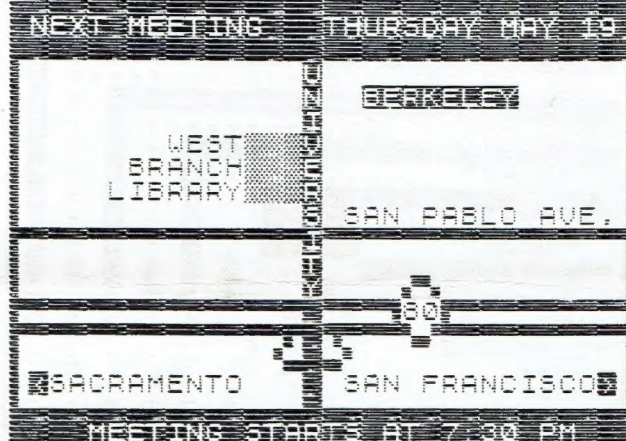
BOOK REVIEW

MASTERING YOUR TIMEX SINCLAIR PERSONAL COMPUTER, BY TIM HARTNELL AND DILWYN JONES

GET THIS BOOK**ESPECIALLY IF YOU ARE A BEGINNER. IT TELLS YOU ALL SORTS OF THINGS THE MANUAL DOESN'T SUCH AS HOW TO STORE STRINGS AND ARRAYS AND HOW TO USE COMMON PEEKS AND POKES. ALL ILLUSTRATED WITH INTERESTING PROGRAMS. IT ALSO INCLUDES A SECTION ON TRANSLATING FROM OTHER BASICS, AND ANY BOOK WITH A SECTION ENTITLED "GREAT SYSTEM CRASHES" HAS SOMETHING GOING FOR IT. THIS BOOK IS AVAILABLE FROM BANTAM BOOKS FOR A LIST PRICE OF \$3.95 (\$3.55 FROM CROWN BOOKS).

HENRY POLLARD

BAZUG
664 40TH ST.
RICHMOND, CA
94605



BAZUG LIBRARY

THE BAZUG LIBRARY IS AVAILABLE FOR MEMBERS WITH FULL OR STUDENT STATUS. ITEMS MAY BE CHECKED OUT FOR USE DURING MEETINGS BEFORE 9:00 P.M. AFTER WHICH MEMBERS MAY TAKE TURNS SELECTING ITEMS TO CHECK OUT FOR HOME USE. ALL MATERIALS ARE DUE BACK THE NEXT MONTHLY MEETING WITH THE PROVISION THAT IF ANOTHER MEMBER WISHES TO BORROW THE SAME ITEM, ARRANGEMENTS HAVE TO BE MADE SO BOTH MEMBERS HAVE EQUAL ACCESS TO THE MATERIAL.

Well, here it is! Yes you too can have lower case letters if you have a printer and if you have alot of patience. That's right! this has been done without any hardware modification. The machine code program that allows your PRINTER to do this is rather slow entering a 32 character line at a time for translating to upper and lower case - taking about 13 seconds to change. The benefits include user defined graphics such as these: !@#%&'()*

DETAILS AND PROGRAM available at the May 19 meeting.
SEE YOU THERE!!!

Jim March
3216 Partridge Ave.
Oakland, Ca. 94605



745 1000 PROGRAMS EXPUNCTIONS

THESE EVALUATIONS HAVE BEEN SUPPLIED BY TIMEX USERS FROM THROUGHOUT THE SF BAY AREA. IN MANY CASES THESE ARE PROGRAMS SAZUG HAS NEVER SEEN AND THEREFORE DOES NOT TAKE RESPONSIBILITY FOR THE USERS OPINIONS. PLEASE SEND YOUR OWN EVALUATIONS TO THIS NEWS-LETTER TO UP-DATE OUR FILES.

OVERALL RATING: *****

```
NO. OF REPLIES *****
GRAPHICS RESEARCH *****
DOCUMENTATION ++++++
PRESENTATION . . . . .
CONCEPT . . . . .
TYPE . . . . .
PROGRAM AND . . . . .
COMPANY . . . . .
```

3-D MONSTER	40	OK	0000	0000	0000	0000	0000
MAN BY	40	OK	0000	0000	0000	0000	0000
MELBOURNE	40	OK	0000	0000	0000	0000	0000
HOUSE	40	OK	0000	0000	0000	0000	0000

AIR ATTACK 48K 000000
BY GAME 011010
INTERCOMP

```

BACKGAMMON      16K      [0][0][0][0] R 0
BY              GAME    0  7  0  0  1  [0]
TIMEX
(SINCLAIR)      TOO SLOW

```

```

CHESS      16K      [Q][R][B][N][P][K]
PBY        GAME    0  7  7  7  0  0
VERSION
(TIMEX/SIN)  GOOD  PLAYABLE  PRO

```

```

CLUB RECORDS 16K 0 0 0 0 0 0
BY FILE 0 0 0 0 1 0
SINCLAIR
UU-FILE BETTER

```

```

DICTATOR      16K      0 0 0 0 0 0
BY            GAME    0 0 0 - 0 0
BUG-BYTE      ADVEN
              ROB COUN AND RUN

```

```

ELUSIVE      16K      0 0 0 0 0 0
MR BIG       GAME     5 4 1 0
BY           DOWN
SOFTSYNCO    ALL WORDS

```

```

FLIGHT      18K      00000000
SIMULATOR   TIME    00070400
BY          SIM
TIMEX/5      GOOD SIMULATION

```

GUARD THE 16K     0 0
PRESIDENT GAME 3 7 - 1 
BY
INTERCOMP POOR (? ED)

```

MARS      16K      0 0 0 0 0 0
BY        7 0 7 1 0 0
HARDWARE  ADVEN
          ALL WRDS,20+ HRS

```

```
MAZOGS      16K      0 0 0 0 0 0
BY          GAME    7 0 0 0 0 0
SOFTSYNO    ARCADE
GOOD MO GAME
```

~~V~~ PRESIDENTIAL 10K ~~000000~~ 0
~~C~~ CAMPAIGN GAME ~~000000~~ 1
WY
TIMEWORKS REALISTIC/MNY HRS

QUEST	15K						
BY	TIME	0	7	0	0	0	00
HARDVARK	ADVEN						
	CHALLENGING						

```

QUEST FOR      16K      [ ] [ ] [ ] [ ] [ ] [ ]
THE HOLY GRAIL 0       4       1 [ ] [ ]
BY             ADVENT
SOFTSYNC       ALL WORDS

```

```

RED ALERT      40X      00000000
BY            TIME      00000000
SOFTSYNC      PROCDR    00000000

```

```
ROBBERS OF      16K      0 0 0 0 0 0
THE LOST        GAME      0 4 0 0 0 0
TOMB BY         ADVEN
TIMEWORKS       POOR  GRPHC, LONG
```

OVERALL RATING: *****

```

NO. OF REPLIES *****
GRAPHICS *****
DOCUMENTATION ++++++
PRESENTATION *****
CONCEPT *****
TYPE *****
PROGRAM AND *****
COMPANY *****

```

COOUT FIGHTER 18K
Y
ETA 60
TOO FIRST NO JOYST

INCLAIR	16K	0	0	0	0	0
ATH	EDUC	3	1	0	1	1
Y						000
INCLAIR	NEEDS	DEVELOPING				

INCLAIR	18K	0	0	0	0	0	0
BIOGRRPHY	EDUC	0	7	4	0	1	0
INCLAIR	EUROPEAN						

```

CROCHERS IS      40K
CRILLOUS SUP     60MM
Y                60MM
GION (T/S

```

PAGE	16K	0	0	0	0	0
COMMAND	GAME	0	0	1	0	0
Y	RECODE					
OPTSYNC						

PRICE	RAIDERS	16K					
Y		000000	000000	000000	000000	000000	000000

POSITION (934)	OFFENSE OF OFFICE IN						
TAR BATTLE	48K	00	00	00	00	00	00
Y	000000	00	00	00	00	00	00

THEWORKS WELL WRTTN, TRICKY

TAR TRAILS	16K	0	0	0	0	0
Y	TIME	0	0	7	0	1
	DOWN					0

ENCLATCH	OTHER	TRN	CFONE
UPERMATH	16K	00	00
Y	EDUC	00	00

IMEX NEEDS WORK

U-CALC
Y

200X					
000000	D	7	7	7	0
000000	T				

0-109117-27 1-1940-1-1 0-1-1-1-1

U-FILE 16K 0000 0000 0000 0000 0000 0000
Y FILE 0000 0000 0000 0000 0000 0000

SION(SIN) FILE AND WORDP

XX	ASSEMBLER	16K	0000	0000	0000	0000	0000
YY		UTH	0000	0000	0000	0000	0000

RTIC (IPS) 1ST CLASS, MC

XX FORTH
YY FORTH

ORTH DIM PROMISING INTRO

WE ARE A NON-PROFIT NEWS-
LETTER SERVING USERS IN THE
SAN FRANCISCO - OAKLAND BAY
AREA.

PRESIDENT JIM MARCH
 TREASURER BRUCE BUCHANAN
 EDITOR RICK LINK
 STAFF JOEL BRADY, WOODY
 MCPHEETERS, H. POLLARD

PLEASE SEND ALL ARTICLES,
ADVERTISEMENTS, AND QUESTIONS
BY THE FIRST THURSDAY OF THE
MONTH TO: BAZUG

04805

[illegible]

MACHINE CODE UTILITY PROGRAMS: ASSEMBLERS

It's a cliché that Z80 machine code (MC) is just another programming language that you shouldn't be scared of or put off by. However, MC programming on a T/S can be frustrating and tedious without the aid of utility programs. Without these aids the MC routine involves 1) making a program flowchart, 2) writing out the program in Z80 mnemonics, 3) translating the mnemonics into the number code and 4) POKEing in the code usually with the help of a simple BASIC loading program. If there are errors, deletions or additions you have to repeat steps 3 & 4 which can make the process quite discouraging.

Much of the hassle of MC can be eliminated with a good "assembler program". Assemblers do the dirty work of translating mnemonics and entering the code, so you are left with the programming problems alone. Recently, I obtained 2 assemblers at Sunset Electronics:

ZX Assembler, IPS (written by Artic), \$14.95

ZXAS, Data-assette (written by Bug-Byte) \$14.95

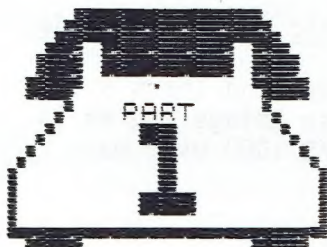
ZX Assembler is a wonderful program that is an absolute must for anyone doing MC on a T/S. Briefly, here is what the program does:

- 1) You can type in the Z80 mnemonics and the program will assemble the MC in a REM statement. This feature alone makes the program worthwhile. Numbers can be included in decimal or hex.
- 2) You can insert and delete lines and digits easily. You can do this with word processor ease and there is a repeat function for all keys.
- 3) ZX Assembler allows you to label statement lines. A label is placed before a line of mnemonics. You can then CALL or JP to the label name instead of going through the tedious process of determining the exact address of the line. This is very useful during editing and debugging where the address can change.
- 4) You can include comments after the mnemonic code to explain a line or routine.
- 5) There is a facility to move blocks of memory from one location to another.
- 6) There is a monitor routine that will list memory locations and their contents.
- 7) You can directly inspect and modify the Z80 registers.
- 8) The program has a number of useful MC sub-routines that are useful in your programs.

This is quite a lot for a program to do. It eliminates the unnecessary frustration and tedium of MC and leaves you only the unavoidable frustration. The documentation of ZX Assembler is excellent. It is the most professional and trouble free T/S program I have seen. You need this program if you are serious about MC.

ZXAS is not as good as ZX Assembler. The mnemonics are entered in modified form in a series of REM statements. This is difficult to get used to as compared to ZX Assembler where the program you enter is in the form you see in SYNC. The editing facilities are poor and the documentation is sparse and cryptic. ZXAS would be very useful if it was all that was available, but this is not the case.

Joel Brody



"FONE" FILE PROG

THIS PROGRAM HAS BEEN DONATED BY GERALD PAXTON FOR YOUR USE (SO LONG AS YOU DON'T SELL IT). PART 2 WILL APPEAR NEXT MONTH. PAY ATTENTION TO THE SET-UP ROUTINE. ENTER EACH COMMAND WITHOUT LINE NUMBERS EXACTLY AS GERALD HAS LISTED THEM. IF YOU WOULD LIKE A CASSETTE COPY OF THIS PROGRAM YOU CAN CONTACT GERRY DIRECTLY OR COME TO THE THURSDAY MEETING WITH A BLANK CASSETTE AND \$1.00 TO BE DONATED TO BAZUG.

THANKS GERRY

SET-UP ROUTINE
ENTER THESE COMMANDS-NO LINE NO.

```
L
SPACE
RUN 2
LET B$="14 MAX"
LET A=50
95
GOTO 30
```

GERALD PAXTON
P.O. BOX 9850
BERKELEY
CALIFORNIA 94709

```
1 GOTO 50
10 REM COPYRIGHT 1983 GERALD P
AXTON
20 DIM B$(14)
30 DIM N$(A,32)
40 LET B=0
50 LET E$=""
```

```
60 CLS
70 PRINT B$;" TELEPHONE LIST"
80 PRINT
90 PRINT "LIST ALL NAMES/NUMBE
R$";TAB 27;"KEY L";"ADD NAME/NUM
BER";TAB 27;"KEY A";"DELETE NAME
/NUMBER";TAB 27;"KEY D";"SEARCH
FOR NAME";TAB 27;"KEY S";"RECAL
L NUMBER";TAB 27;"KEY R";"TO FI
LE ON TAPE";TAB 27;"KEY F"
95 PRINT "SET-UP ROUTINE"
"ENTER THESE COMMANDS-NO LINE N
O.";"L";"SPACE";"RUN 2";"LET
B$="14 MAX";"LET A=50";"95
"
GOTO 30"
```

```
100 IF INKEY$="" THEN GOTO 100
110 IF INKEY$="L" THEN GOTO 180
120 IF INKEY$="A" THEN GOTO 340
130 IF INKEY$="D" THEN GOTO 620
140 IF INKEY$="S" THEN GOTO 910
150 IF INKEY$="R" THEN GOTO 115
```

```
160 IF INKEY$="F" THEN GOTO 129
```

```
170 GOTO 100
180 CLS
190 LET X=0
200 LET J=0
210 LET X=X+1
220 LET J=J+1
230 PRINT N$(X)
240 IF J=20 THEN GOSUB 290
250 IF X>B THEN GOTO 210
260 PRINT "LAST ITEM ON LIST"
270 GOSUB 290
280 GOTO 80
290 PRINT
300 PRINT "KEY ""ENTER"" TO CON
TINUE"
```

```
310 INPUT Z$
320 CLS
330 RETURN
340 CLS
350 LET B=B+1
360 LET X=1
370 IF B>A OR X>A THEN GOTO 410
380 IF N$(X)=E$ THEN GOTO 490
390 LET X=X+1
400 GOTO 370
```

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Read part 2 next month

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